

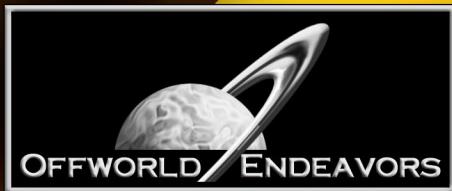
# ARTIFICIAL INTELLIGENCE

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Artificial Intelligence is the one name that does not do the entire spectrum of human intelligence justice. Up to this point where the name may bring to mind the likes of HAL 9000 or the real world Alan Turing, we have focused on the negative tendency of the AI for the easy route. When one finds with a positive Artificial Intelligence is no different, in that these are created by mankind as tools or extend for replacements in the workplace. This should be a fun class to play as a strategy to write you can.



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system



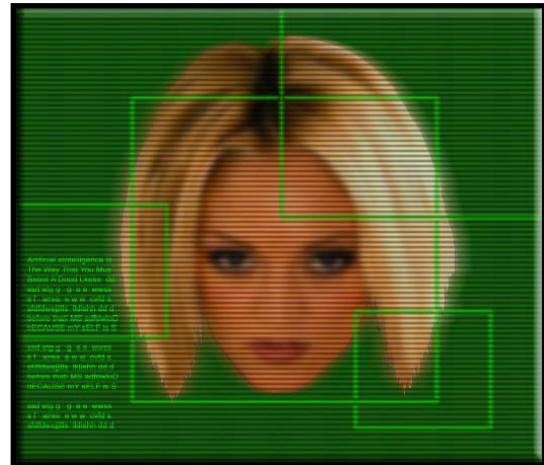
VISIT...



# ARTIFICIAL INTELLIGENCE (AI).

An artificial intelligence is not truly alive, but the self-awareness that they exhibit makes this distinction meaningless. "I ask myself, 'Am I alive?' And I realize that I doubt. I doubt, therefore I think. I think. Therefore, I am." This is enough for the Artificial Intelligence.

Computer technology advances reach the point where an AI may exist during Progress Level 7. An AI at Progress Level 6 would be a top-secret anomaly, possibly the only one in existence. At Progress Level 7, they are more common as computer programming becomes more complex through neurologic algorithms. An AI typically begins as an expert in some area of knowledge on the VRnet but some are created with less mundane purposes. Some are homed inside military starships or long-range colony ships. Whatever the purpose, by progress level 7 the AI is here to stay.



Most AI's have specific duties, like robots. Like most robots, they are most often content to serve their original function. Heroic AIs, like Heroic robots, are not content with this. They prefer to learn and experience what lies beyond their intended functioning. An Artificial Intelligence does not have a sex, but most of them choose one gender (or have one chosen) to represent themselves with for recognition purposes although this is not a requirement.

Type: Elemental (Fire)

**Size:** An AI has no body, but in the VRnet it has a Medium sized avatar.

**Ability Modifiers:** +4 Intelligence, -2 Charisma, -2 Wisdom. AI's think very quickly, but they have weaker personalities than living beings and are limited in their perception by their lack of emotional understanding. Artificial Intelligences do not have physical bodies so they have no Strength or Dexterity scores. Equipment that they may take control of must have the ability to move without physical assistance. If this is the case, use the listed scores for that equipment. If no scores are listed, assume a score of 10 for each unlisted score.

**Speed:** 50 feet when “walking” in the VRnet. Other methods of travel apply as appropriate.

**Armor Restrictions:** An AI has no body. It cannot wear physical armor of any kind, but they can connect to robots, vehicles, mecha, and starships with neurolinks, and input/output devices connected to the VRnet.

**Core Programming:** Although an AI does not have a physical body, it does have a Core Program. In order to permanently destroy an AI, both the Working Copy traveling the VRnet and the original Core Program must be destroyed in such a manner that one cannot duplicate itself to recreate the other. Duplication of the Core Program from the working copy takes 10 full rounds. Creating a working copy from the Core Program takes 1 full round. At progress level 6, the Core Program is often housed in a high-end computer system with VRnet access. At progress level 7 the core program is most often housed in a Brain Cube. A Brain Cube is a small computer that is specifically engineered to store the AI's complex programming. It could also be housed in another computer, but the Brain Cube is the most advantageous choice in most cases based on durability, portability, and VRnet connection options.

**Performing Actions:** The Core Program and the Working Copy have some flexibility in performing actions. Together they act as one unit with one full round between them. When they are in different locations, regardless of distance, each may make one partial action or one may take the full action while the other does not act. When one or the other is not acting, it is not helpless and may defend itself.

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Artwork, Editing, and Primary Design by: **Brad Alan**.

**Superior Avatar:** When in the VRnet environment operating as an Avatar, an AI is able to hold 2 more memory blocks than other users.

An Avatar controlled by an AI has a movement of 50'.

An Avatar controlled by an AI has an inherent bonus of +2 to initiative for the ability to make lightning fast executions.

When an Avatar controlled by an AI is destroyed, the AI is not disconnected from the VRnet. If the avatar is connected to the Core Program, the Core Program suffers from the same effects while it performs a checksum on itself to ensure stability. If the Working Copy controls the Avatar then the Working Copy suffers from the stunning effects of being disconnected while it performs a checksum on itself to ensure stability. In order for the Working Copy to do this it must be located inside a different computer than the one where the Avatar was destroyed. If the working copy is present in the same physical system as the Avatar when it is destroyed then it is also destroyed. The Core Program will have to create another Working Copy.

When the location of the Core Program is Hacked by another user the AI gains a +5 insight bonus to detect if it has been hacked and may shut the Host Computer down as a full round action. This will stop any and all hacking attempts immediately. The AI may turn the Host Computer back on at any time as a full round action.

An AI that is Spiked gains a +5 insight bonus to detect if it has been successfully spiked.

An AI that has had its Core Program Mindscraped to an Intelligence of zero when no Working Copy exists is killed instantly.

**Telecommute:** In order for the AI to interact freely with the environment, the Core Program or the Working Copy must be in a location where a signal is virtually instantaneous. In order to be able to travel to a location, that location must have a computer of some sort that is connected to the VRnet in some way. If the AI must communicate or travel over distances that make communication take measurable time, then every action the AI wishes to take will also take the amount of time it takes for the message to travel in one direction. If the action requires knowledge of the success or failure of the action, then the results are received after the same amount of time. For example: An AI is based on earth, but it is unlocking a door inside a mining facility on the moon using a Laser Transceiver. At the speed of light, this will take somewhere around a half an hour. Every signal sent from the AI will take a half hour to reach the moon where it will be executed, and then another half hour before the AI will know if the instruction was carried out successfully. The Working Copy can also travel over long distances using communication methods like this. A trip to the moon would take a half an hour or so and then the AI could send instructions to anywhere on the mining facility in real time since the working copy is close enough for messages to be virtually instantaneous.



**Working Copy:** When an AI is connected to the VRnet, it has a presence called a Working Copy. This Working Copy controls the VRnet avatar just like a living user connected to the VRnet would. The difference is that the AI, being a completely immersed awareness, may actually have a presence at the location it is interacting with or it may be located in a totally different computer system. The working copy may travel using rules for communication as if it were a large file transfer. Not counting the delay due to distance, it takes 10 full rounds to transfer the whole Working Copy to another location.

**VRnet Existence:** Although an AI has no body, they may interact with the real world through equipment such as computers, vehicles, mecha, and starships with neurolinks, and input/output devices connected to the VRnet.

**Free Languages and Skills:** Read/Write any language used on the VRnet. Like other non-human races, Artificial Intelligences gain 4 fewer skill points at 1<sup>st</sup> level than human characters and 1 fewer skill point each level thereafter.

**Level Adjustment:** +0



## New equipment.

### New Equipment

Equipment	Size	Weight	Price	Restriction
Manipulator Gloves (PL 6)	Tiny	1 lb.	500 Cr. (15)	None.
Brain Cube (PL 7)	Tiny (6" cube)	10 lbs.	5,000 Cr. (23)	None.
Neural Interface Helmet (PL 7)	Tiny	3 lbs.	5,000 Cr. (23)	None.
Mecha Remote Pilot System (PL 7)	Integrated	N/A	20,000 Cr. (28)	Restricted (+2)
Hawking Cube (PL 8)	Diminutive (3" cube)	1 lb.	15,000 Cr. (27)	None.

Note: The number in parentheses is the purchase DC for those using the original d20 purchasing system.

### **Manipulator Gloves (PL 6)**

Manipulator Gloves allow the user to interact with the VRnet more freely. They give the user a +1 equipment bonus to all computer use checks related to the VRnet. This bonus stacks with upgraded computers but it does not stack with the bonus offered by a neural interface helmet or a neural computer link.

### **Neural Interface Helmet (PL 7)**

The Neural Interface Helmet is the bridging technology between manipulator gloves that allow input into the VRnet and the neural computer link that allows direct mental input and output to the VRnet. The NI-Helmet is very similar to the Neural Computer Link except that it is a bit slower and considerably cheaper by the time the Neural Computer Link arrives at progress level 8. The NI-Helmet gains a +2 equipment bonus to all computer use checks related to the VRnet. This bonus stacks with upgraded computers but it does not stack with the bonus offered by manipulator gloves or a neural computer link.

### **Brain Cube (PL 7)**

The brain Cube was created with the needs of an Artificial Intelligence in mind, but an "empty" Brain Cube may be used as an upgraded computer (+1). The Brain Cube has a 10' retractable physical VRnet connection. It has a short-range 360-degree IR port with a range of 30'. It also has Unicom and satellite communications built into it. The battery life of a blah cube varies based on use, but can last for years without a charge and is recharged each time it is physically connected to the VRnet. Remote connections do not maintain this charge. It has 50 hit points and a hardness of 15. They are very difficult to destroy.

### **Mecha Remote Pilot System (PL 7)**

The mecha remote pilot system was designed with the military in mind. It has proven useful for industrial applications as well. When this system is integrated into a mecha, the user supplying the proper security code may take control as if he were piloting it from inside. The systems that protect unlawful connections to remote piloted mecha vary considerably. As this is a computer connection, any computer defenses designed to keep the wrong computer user out may be applied. When remote piloting a mecha, the user has a few options. When using a standard progress level 7 computer, the pilot incurs a -6 penalty to all checks related to piloting the mecha and using its systems due to being outside of the mecha environment. When a progress level 8 neural computer link is used the pilot incurs a -2 penalty to all checks instead of the usual -6.

### **Hawking Cube (PL 8)**

A Hawking Cube performs in every way like the Brain Cube with the exception that it is a cube no larger than a baseball. *This item has had the Compact gadget added to it and is the minimum compactable size, therefore it cannot have the Compact or Miniaturized gadget added to it again.*



## New uses for old equipment.

### New Use: Driver Autocomp (PL 5)

A Driver Autocomp is an onboard vehicle computer. If the AI is able to connect to the Driver Autocomp it may take control of the vehicle by disabling it. When the AI is in control the Driver Autocomp does not add its bonus to the drive or pilot check, but rather the AI is using the system to carryout the commands the AI is giving it. Disabling one requires a disable device check DC 15. The easiest way to connect to a Driver Autocomp is to use a physical connection, but if the vehicle with the Driver Autocomp has a Satellite Datalink then the AI may use that connection to disable the Autocomp and take control of the vehicle. An AI may not take control of a vehicle that does not have a Driver Autocomp. Any computer user with a set of VR controls may disable a Driver Autocomp and use it to control the vehicle. *Note that this is likely illegal in all locations unless the vehicle belongs to you.*

### New Use: Neural Computer Link (PL 8)

The Neural Computer Link allows a user to connect directly with the VRnet. If the new equipment listed in this book is used then the Neural Computer Link also gives the user a +2 equipment bonus to all computer use checks

### New Use: Robolink and Remote Control Unit (PL 5)

An AI may use a Remote Control Unit that has been connected to or integrated into a computer system. The Remote Control Unit must be adjusted to the same frequency as the Robolink for this to work. Hacking into the correct frequency requires a computer use check with a DC of 10+ the number of hit dice of the robot or the opposed *defend security* roll of the programmer who may have remodulated the robolink frequency. Any computer user with a Remote Control Unit connected to a computer may attempt to take control of a robot remotely. *Note that this is likely illegal in all locations unless the robot belongs to you.*

### New Use: Starship Autopilot System (PL 5)

Starships with an installed Autopilot System may be taken over and controlled by an AI. To do this, the AI must disable the Autopilot System by succeeding at a disable device check DC 20. When the AI has taken control of the starship, the Autopilot System does not apply its bonus, but instead performs functions as given to it by the AI. Remember that starships are expensive and nearly always have some sort of computer security (most often an opposed *defend security* roll) which must be overcome before even accessing the Autopilot System. *Note that this is likely illegal in all locations unless the starship belongs to you.*



## Race Template: Netborn

Netborn characters are humans or aliens who have spent a substantial part of their life connected to the VRnet via a neural connection. The earliest neural connections are found at progress level 7 with the Neural Interface Helmet. When this technology hits the shelves of computer stores the corresponding HINet discussed in the web enhancement is born. It is this level of immersion that makes people want to stay. The Netborn are very capable with the VRnet, but this expertise has come at a price by spending an average of 16 hours each day for at least a year connected to the VRnet.

Often, Netborn immerse themselves in the VRnet on their own, preferring to function in an alternate reality for many different reasons. Sometimes, however, a netborn may be subjected to the virtual existence of the HINet for experimental reasons or even reasons more sinister. If space travel is available, it may be possible to find an entire world where everyone is connected to the HINet for life.

**Ability Scores:** Intelligence +2, Strength -2

**Skills:** The Computer Use and Craft: Electronics skills are in-class skills for all Netborn.

*Note: The Netborn Template is based on, but is different than, a template originally created as Open Content by Adamant Entertainment in a product called Netspace.*

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